

FIG. 14

### Algorithm 1 homing

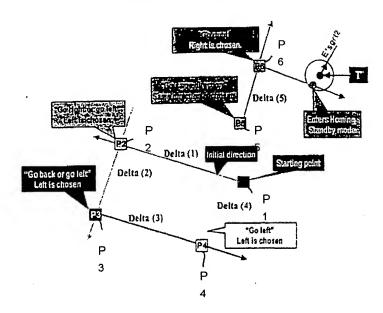


FIG. 15

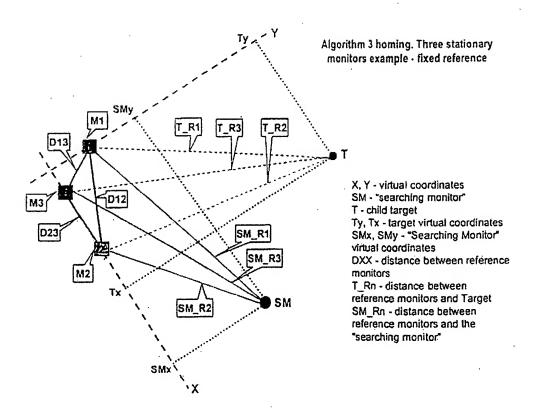
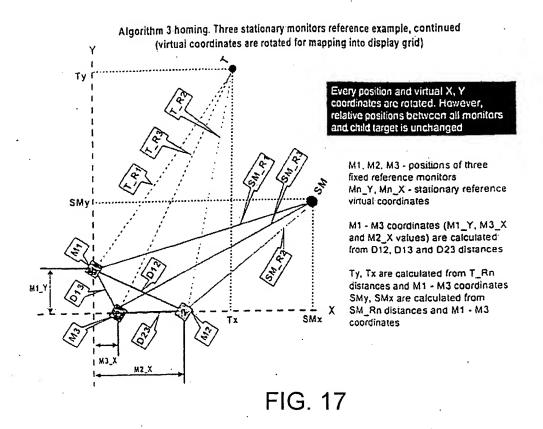


FIG. 16



Algorithm 3 homing. Three stationary monitors reference example, continued

(display grid) Scale: <del>| X |</del> X (in meters or feet). X value (resolution) may be set automatically or by operator Other child SM In-range circle ⊕ SM Initial position \_\_ Target trace - Search trace D - SM to target distance Stationary reference monitors optionally are not displayed. However, in range circle is displayed

FIG. 18

### Algorithm 3 homing. Three moving monitors reference example, (display grid)

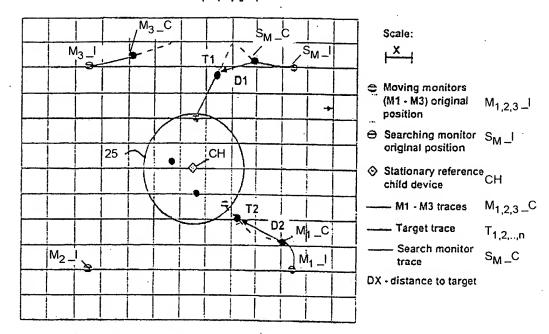
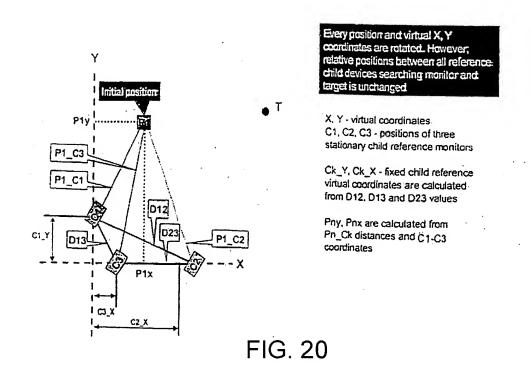


FIG. 19

## Algorithm 2 homing. Three stationary child devices reference example (virtual coordinates are rotated)



Algorithm 2 homing. Three stationary child devices reference example, continued

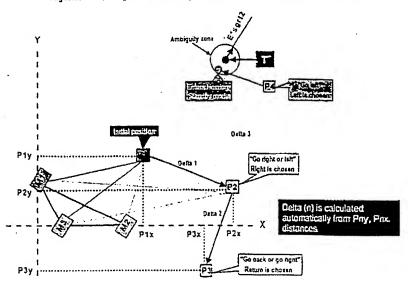


FIG. 21

### Algorithm 2 homing. Three stationary child devices reference example, continued (obstacle avoidance/bypassing)

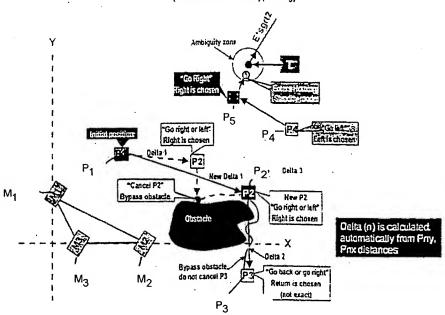


FIG. 22

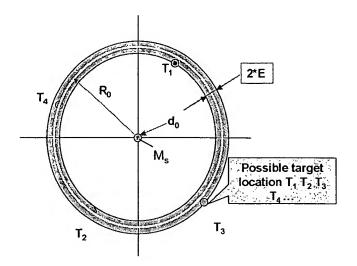
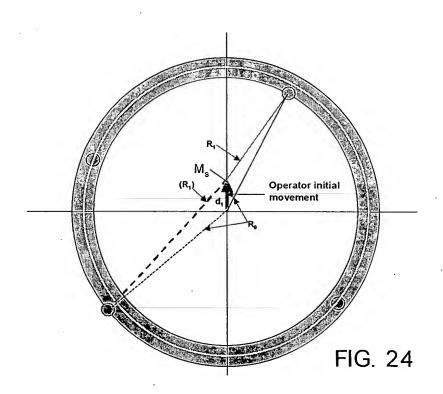
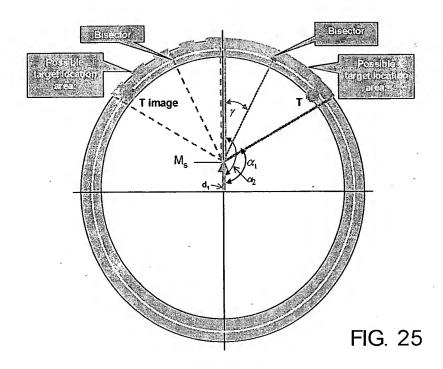


FIG. 23





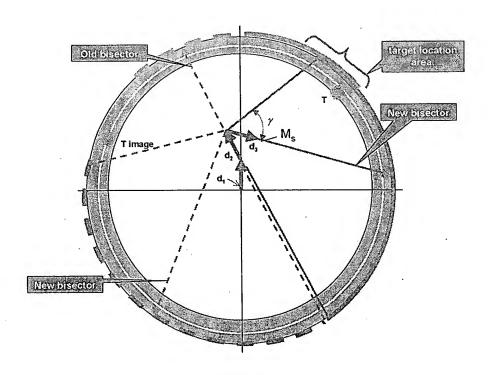
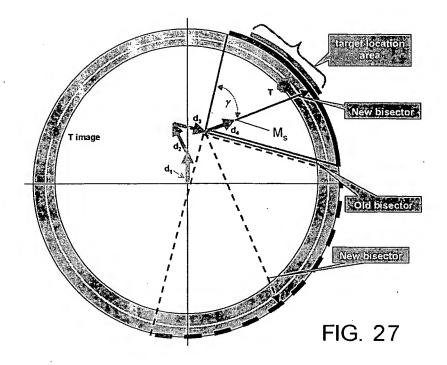
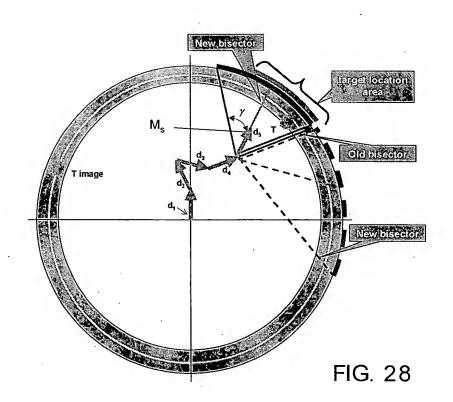
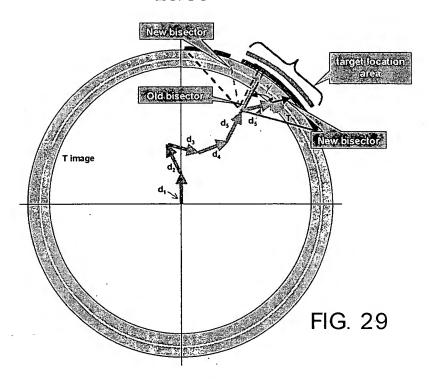


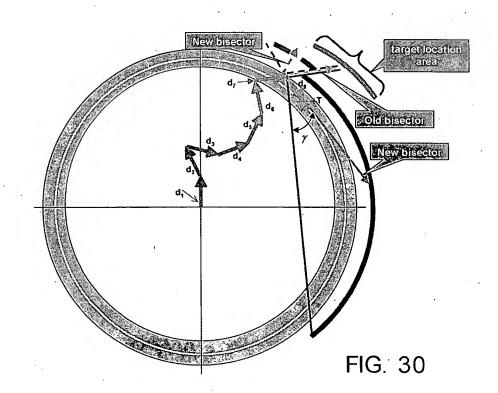
FIG. 26

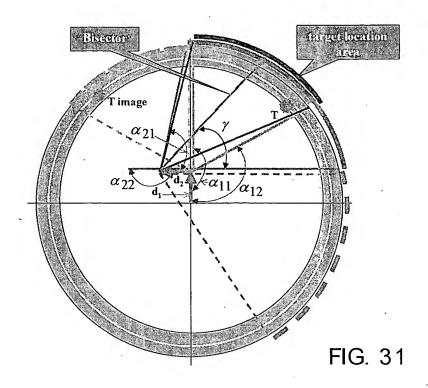


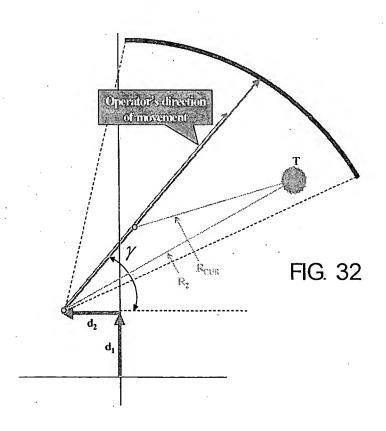


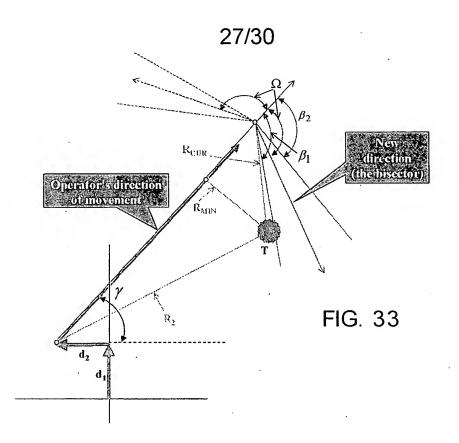
## 25/30

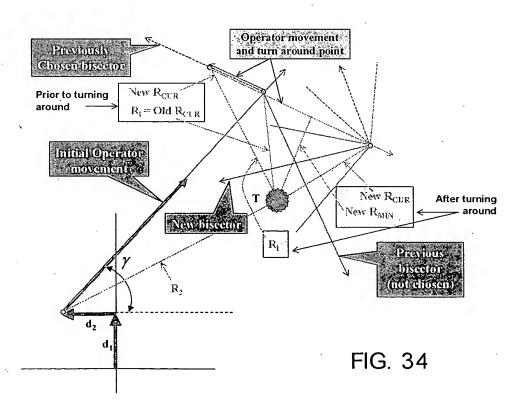


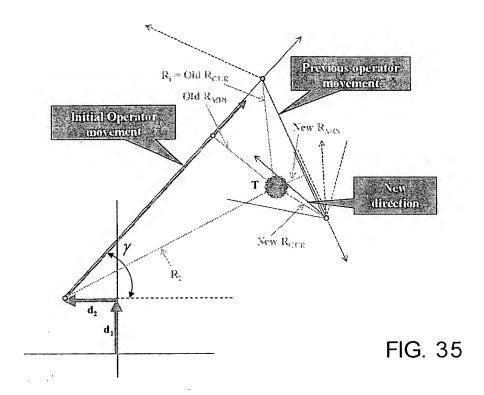


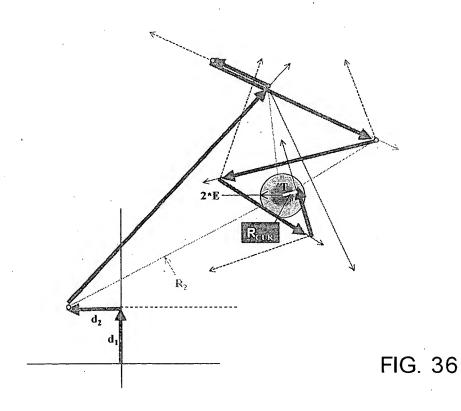












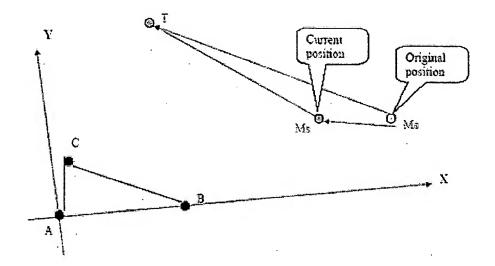


FIG. 38A

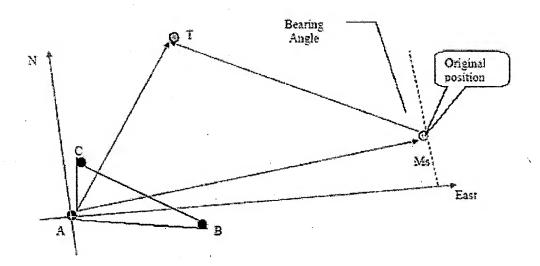


FIG. 38B

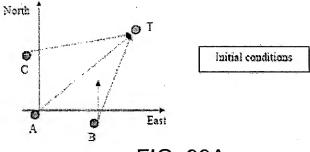


FIG. 39A

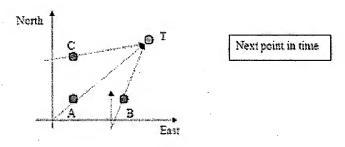


FIG. 39B

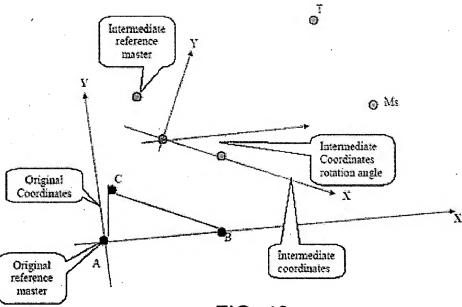
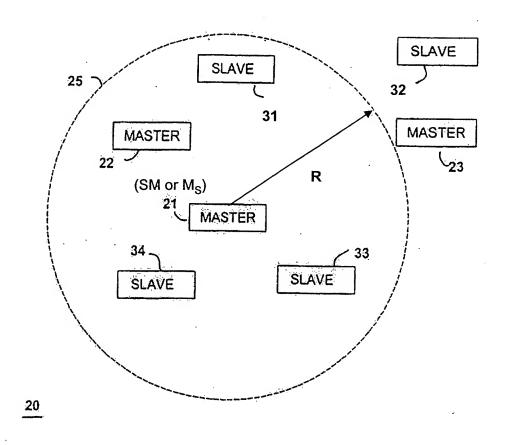
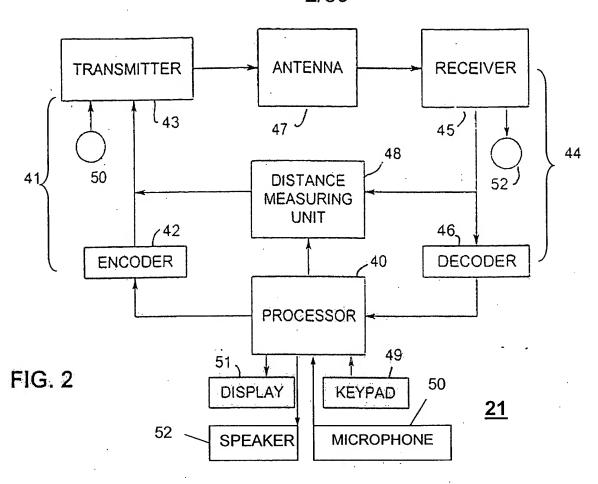
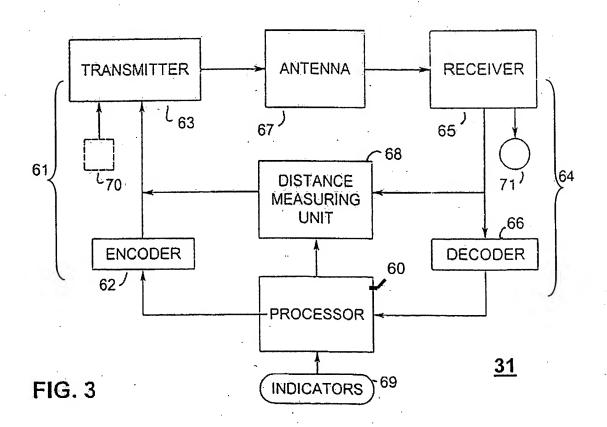


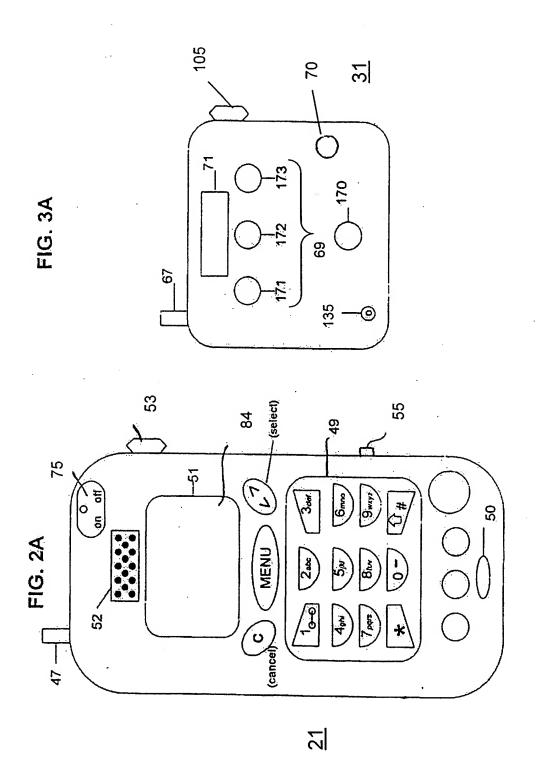
FIG. 40

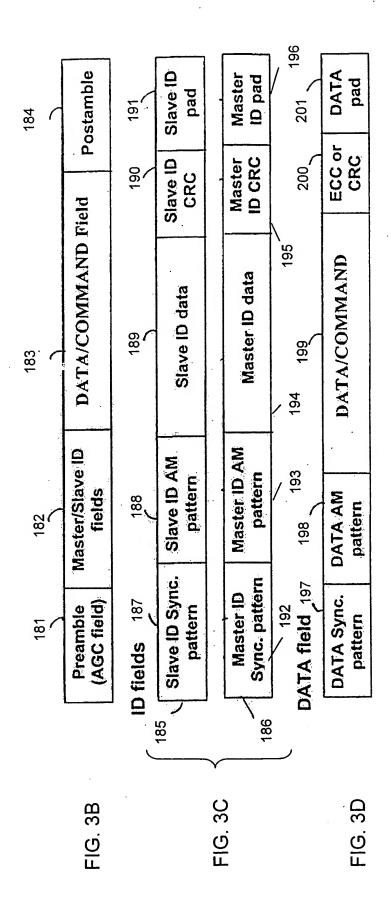
FIG. 1











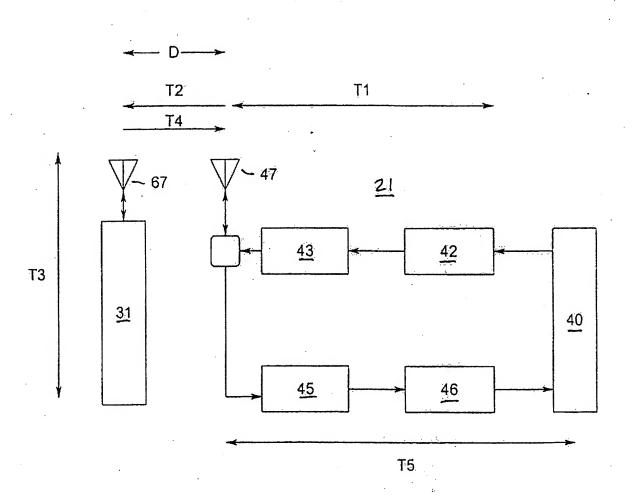


FIG. 4

FIG. 4A

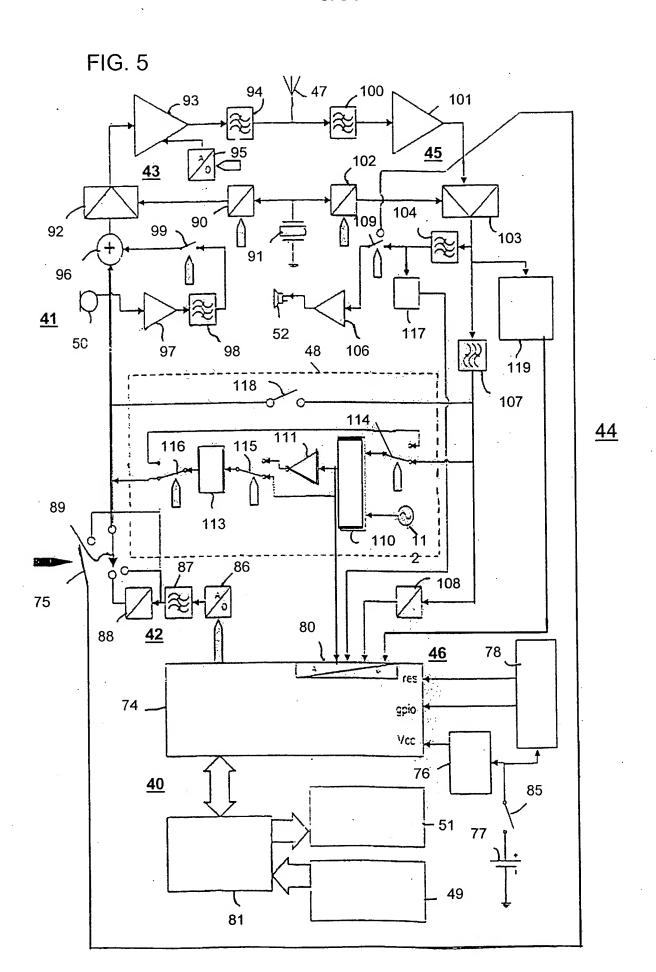
# DISTANCE/TIME MEASUREMENT SEQUENCE - OPTION 1

*	X				
		E			
CHILD (SLAVE) UNIT	Idle	"Wake up"; enter loopback mode; calculate T3 Exit loopback mode; send T3 and "Ready"	Open timeout window	Process ranging signal(s) Repeat ranging signal(s)	ldle
MONITORING (MASTER) UNIT	Enter loopback mode. Calculate T6  Exit loopback mode; Issue Command(s)	Open timeout window	Optionally start 1' count  Transmit ranging signal(s)	Open timeout window	Process ranging signal ; obtain "T" count (or "T" value); calculate distance; do error checking

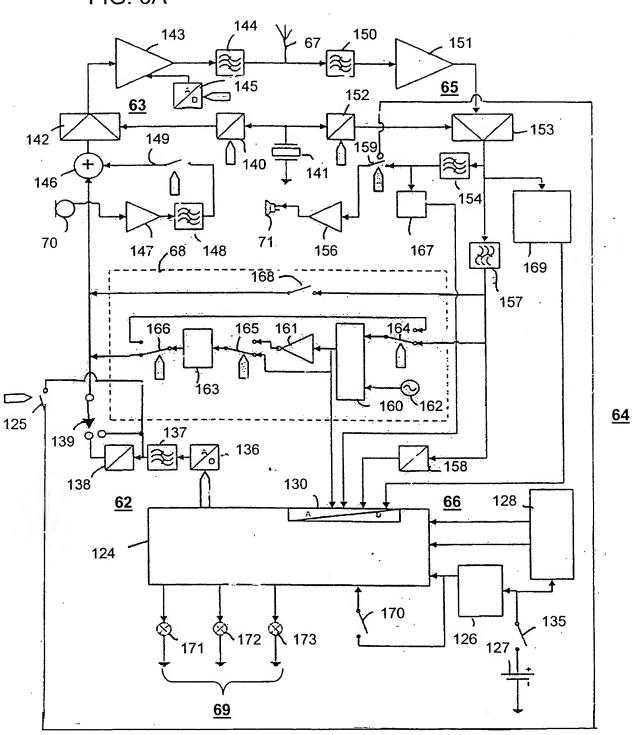
FIG. 4B

# DISTANCE/TIME MEASUREMENT SEQUENCE - OPTION 2

				•		
CHILD (SLAVE) UNIT	Rille	"Wake-up; enter loopback mode; calculate T3"	Exit loopback mode; send 'f3 and "Ready"	Open timeout window	Process distance signal (s)	ldle
MONITORING (MASTER) UNIT	Issue conimand	Open timeout window		Enter loopback mode; calculate To Optionally start T count Transmit ranging signal(s)	Open timeout window  Exit loopback mode; Transmit ranging signal(s)	Process ranging signal(s); obtain "T" count (or "T" value); calculate distance; do error checking







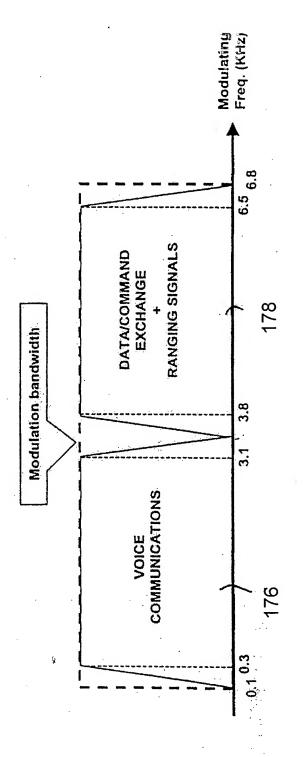


FIG. 6B

### Position Determination Example

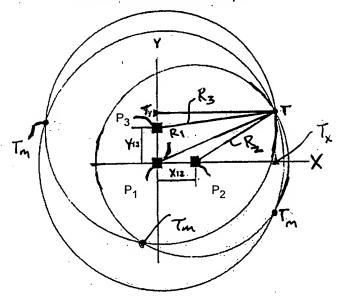
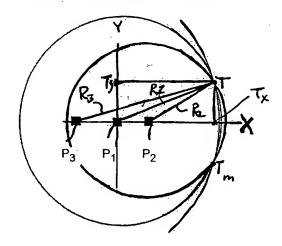


FIG. 7

### Position Determination Ambiguity



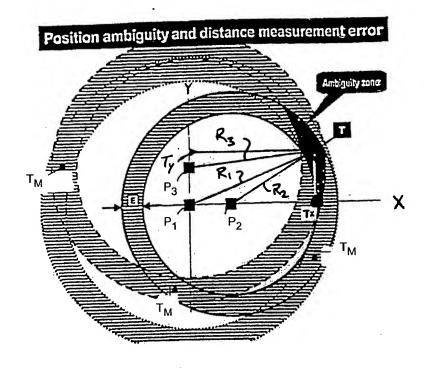


FIG. 9

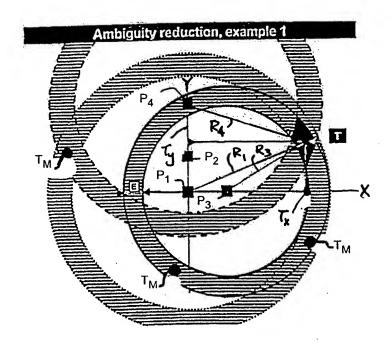


FIG. 10

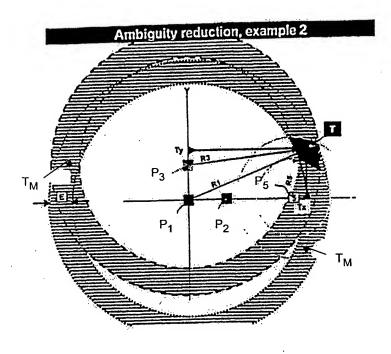
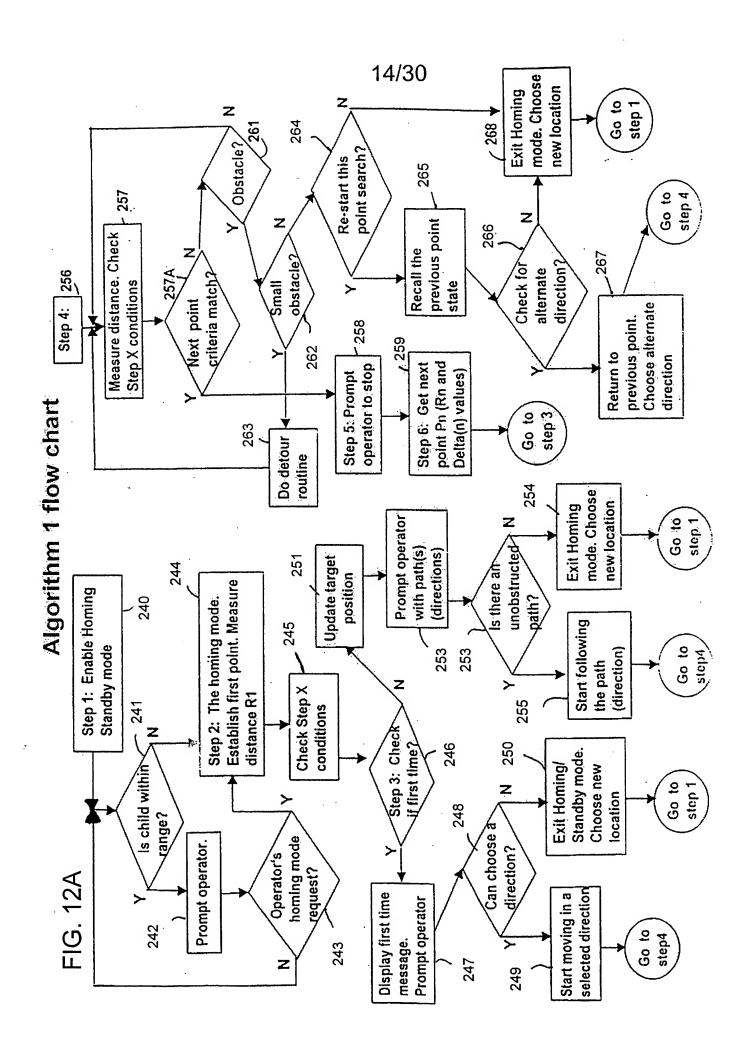
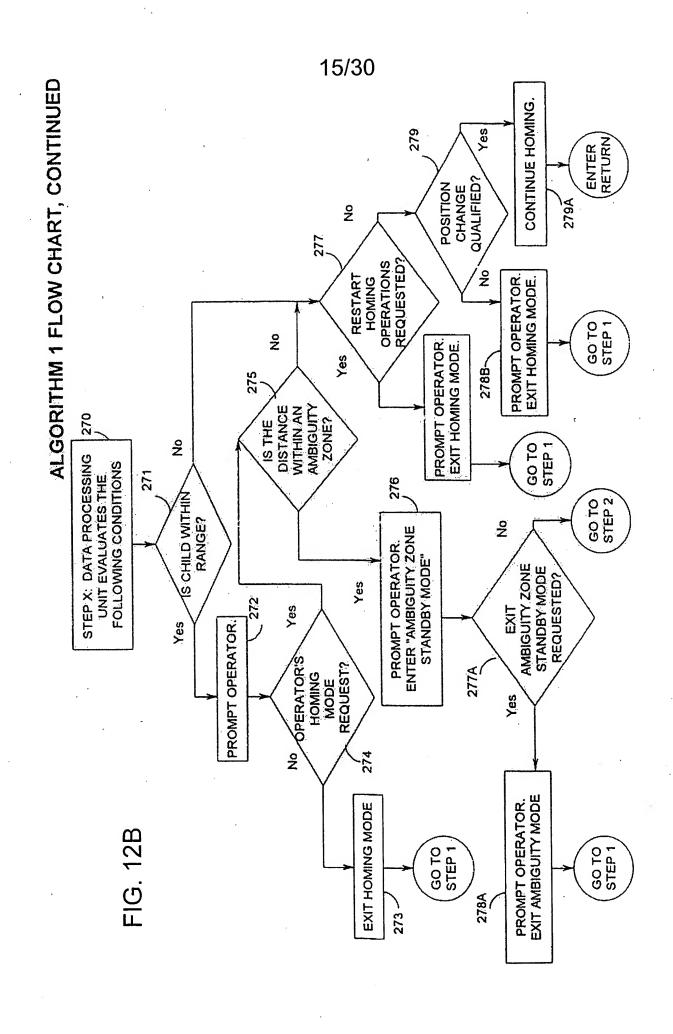
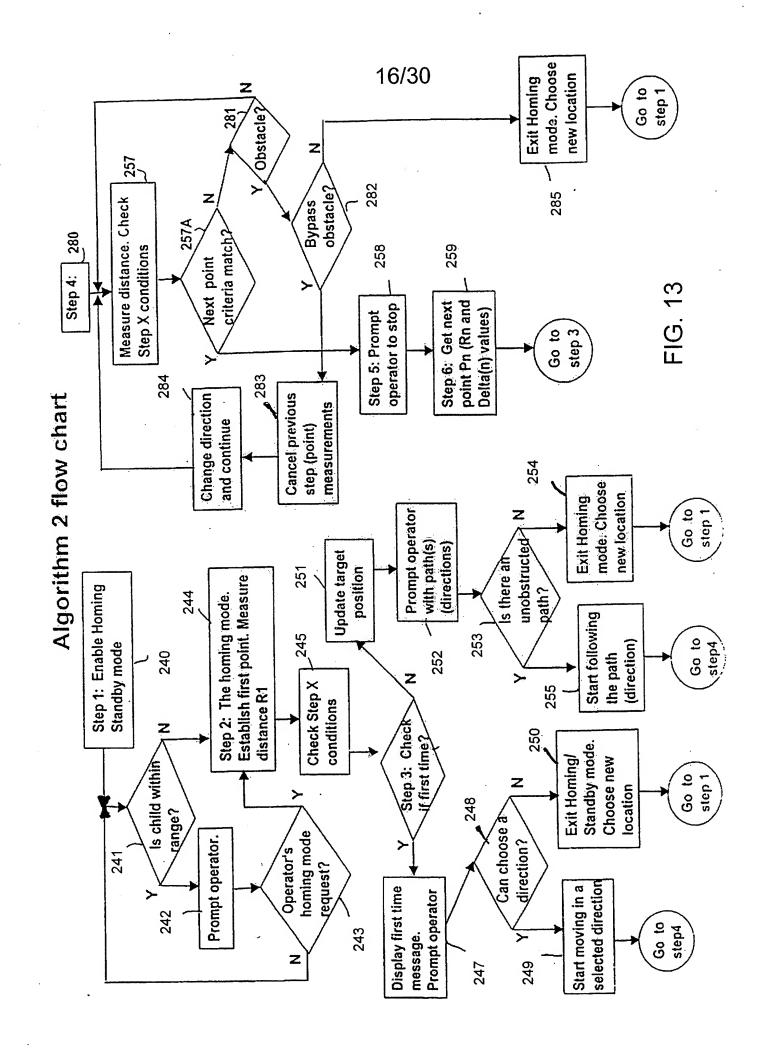
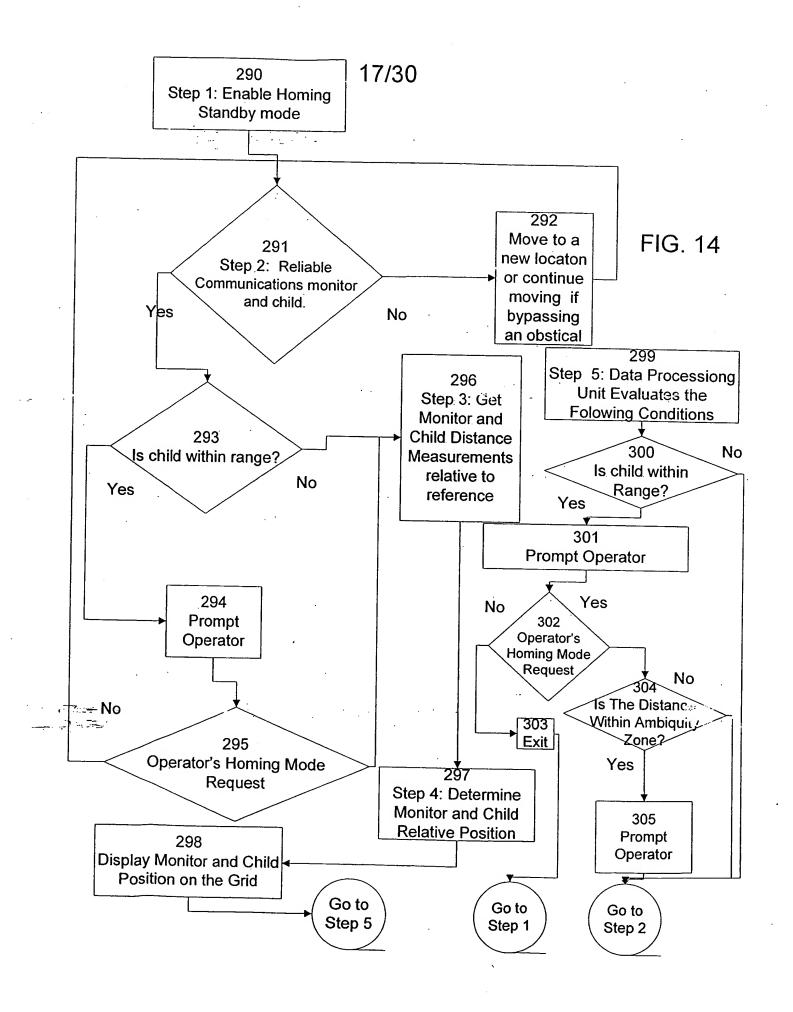


FIG. 11









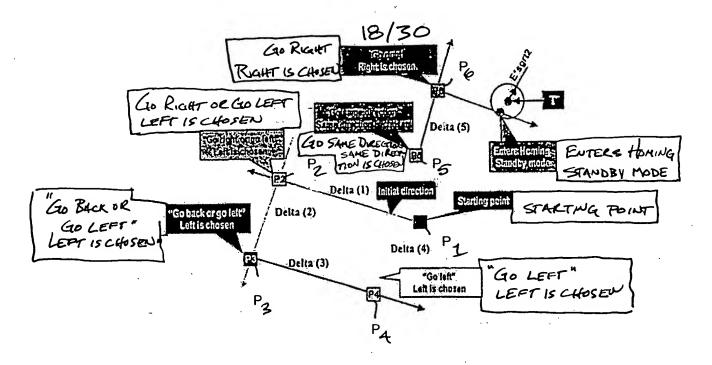


FIG. 15

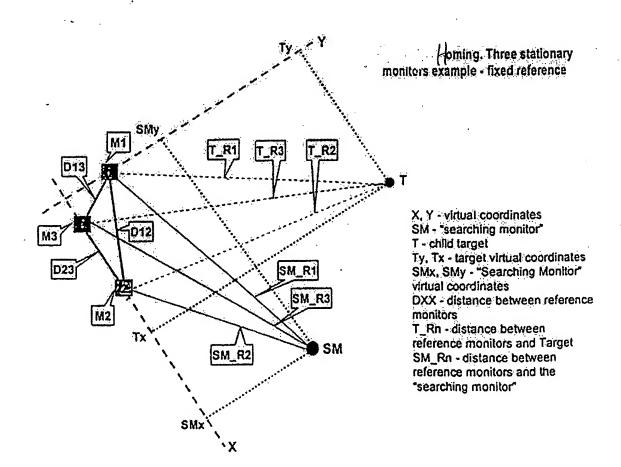
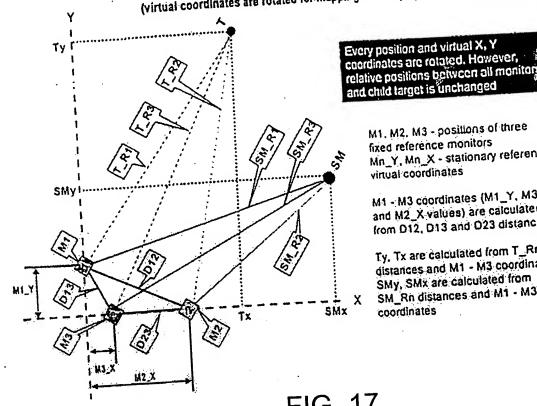


FIG. 16

homing. Three stationary monitors reference example, continued (virtual coordinates are rotated for mapping into display grid)



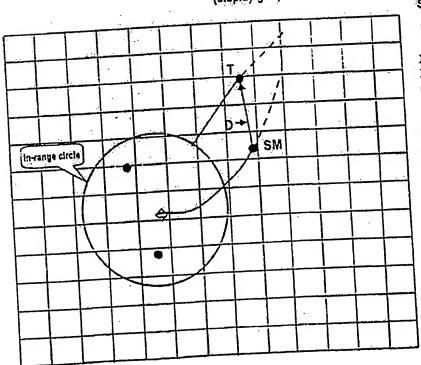
M1. M2. M3 - positions of three fixed reference monitors Mn\_Y, Mn\_X - stationary reference virtual coordinates

M1 - M3 coordinates (M1\_Y, M3\_X and M2\_X values) are calculated from D12, D13 and D23 distances

Ty. Tx are calculated from T\_Rn distances and M1 - M3 coordinates SMy, SMx are calculated from SM\_Rn distances and M1 - M3 coordinates

FIG. 17

homing. Three stationary monitors reference example, continued (display grid)



Scale:

X (in meters or feet).

X value (resolution) may be set automatically or by operator

Other child

♦ SM Initial position

\_ Target trace

- Search trace

D - SM to target distance

Stationary reference monitors optionally are not displayed. However, in range circle is displayed

2 homing. Three stationary child devices reference example, continued

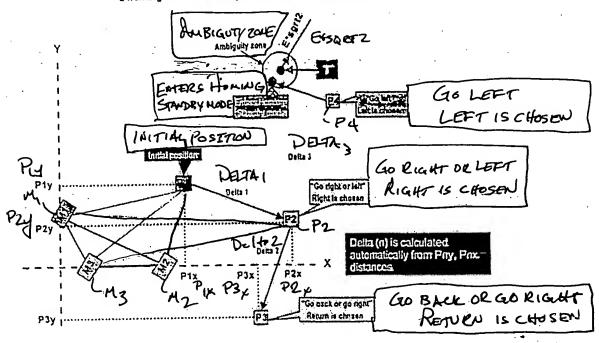


FIG. 21

homing. Three stationary child devices reference example, continued (obstacle avoidance/bypassing)

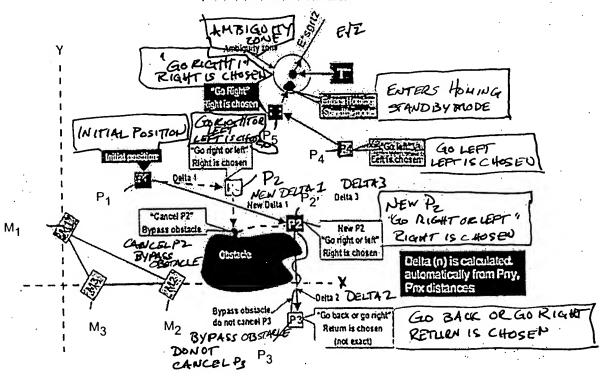


FIG. 22

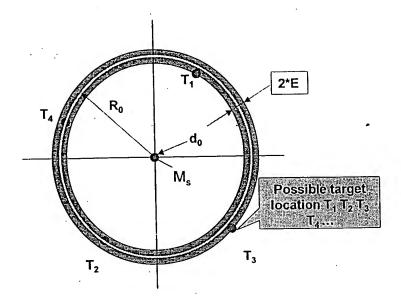
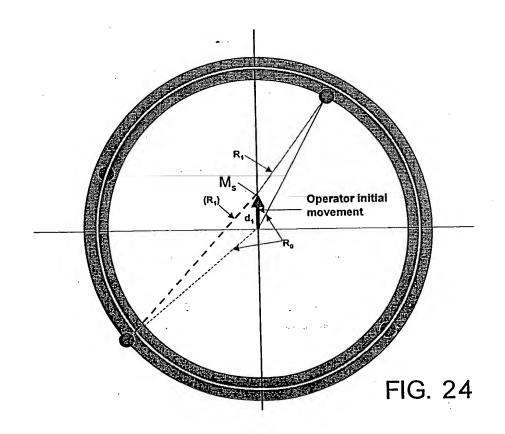
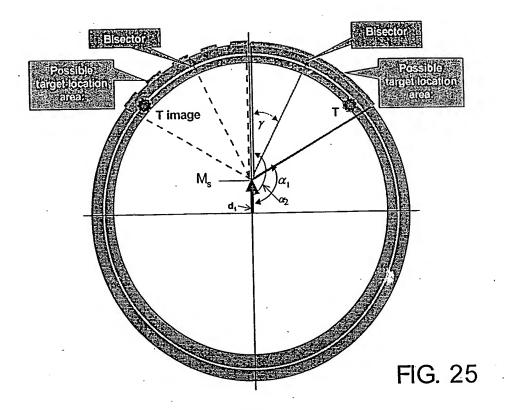
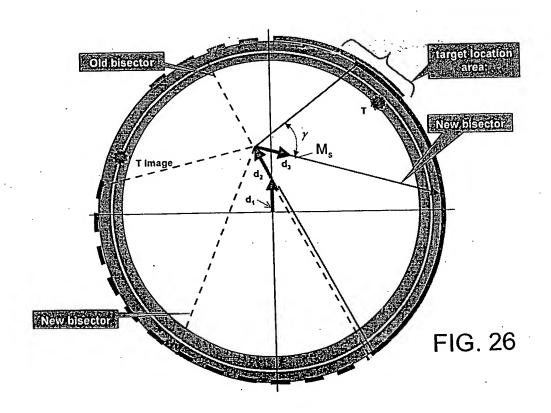
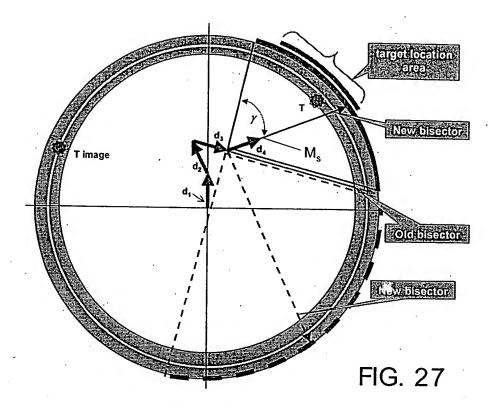


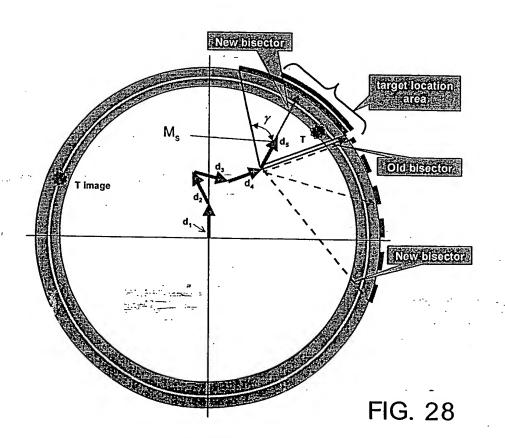
FIG. 23

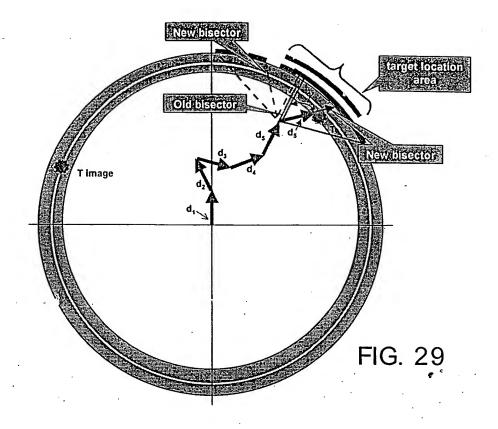


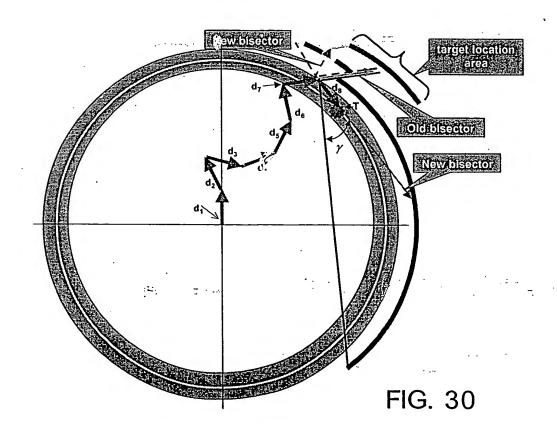


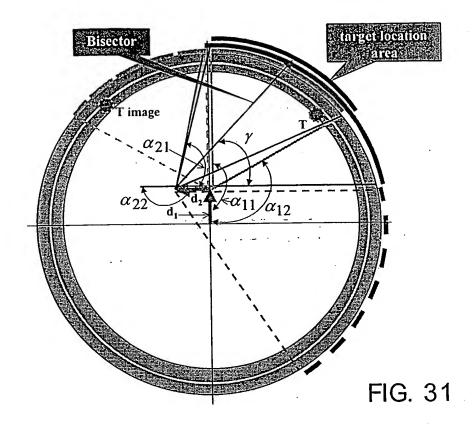


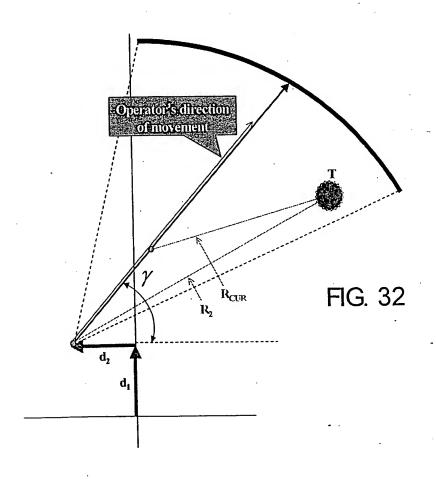


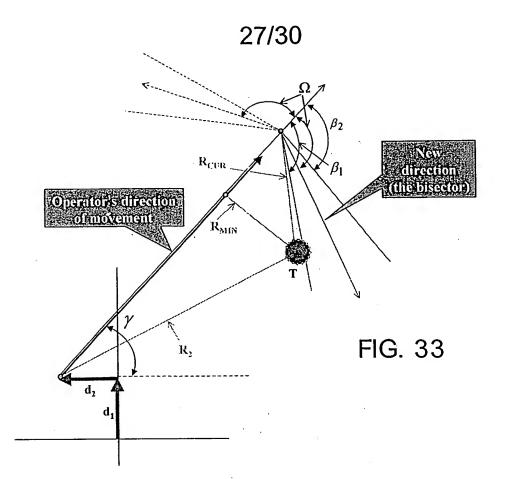


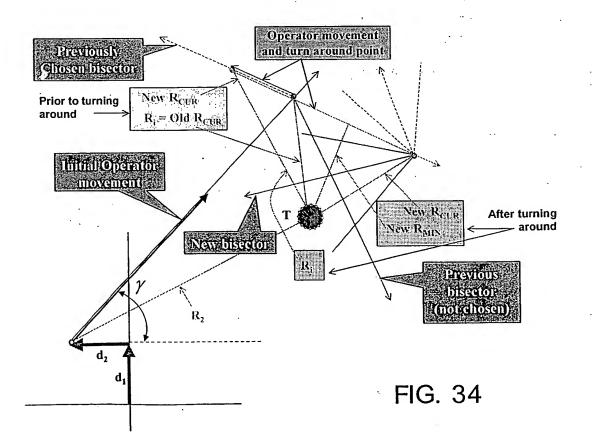


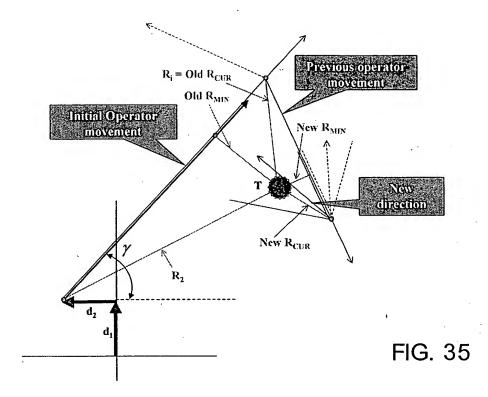


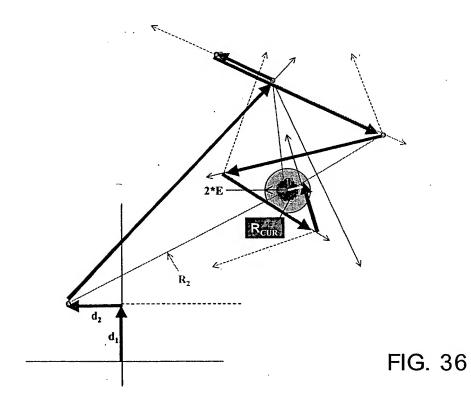












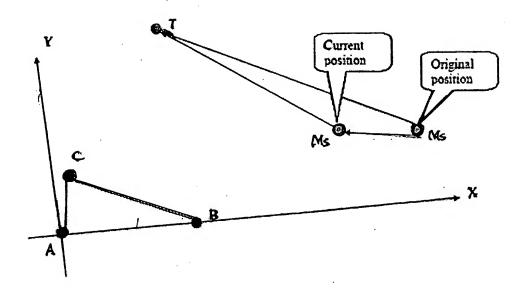


FIG. 37A

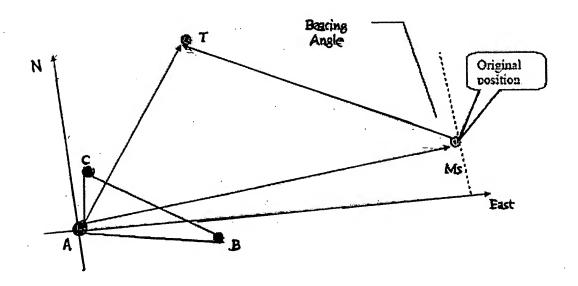


FIG. 37B

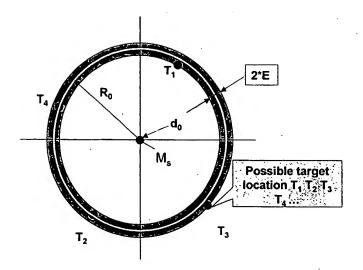
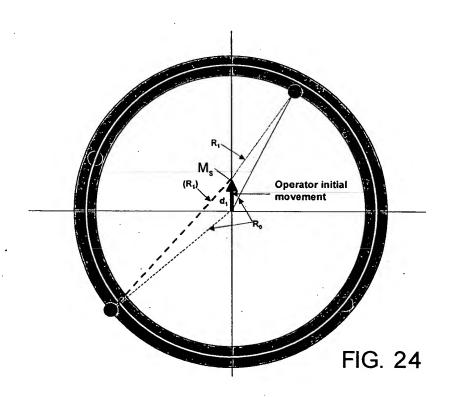
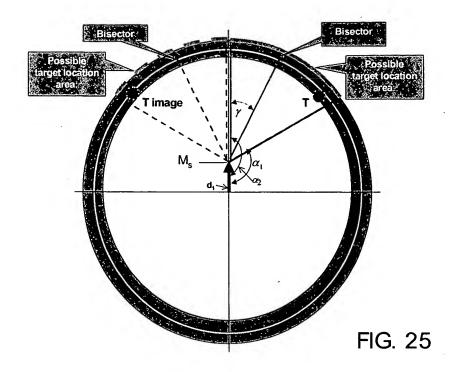


FIG. 23





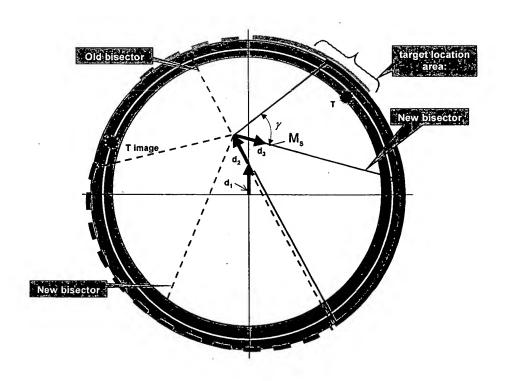
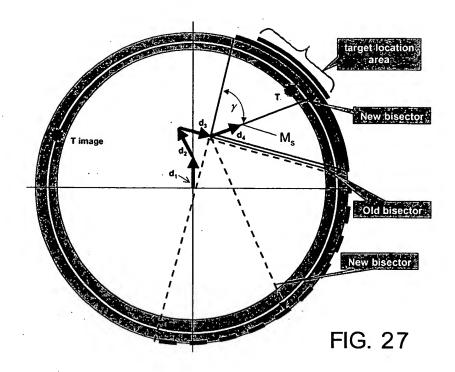
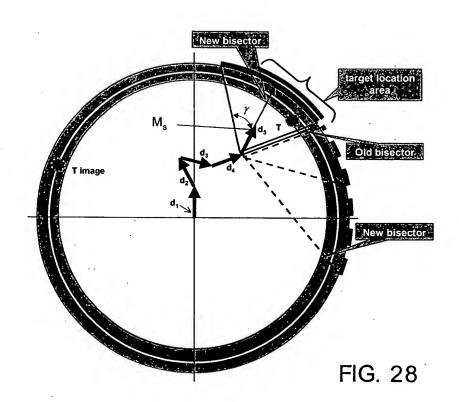
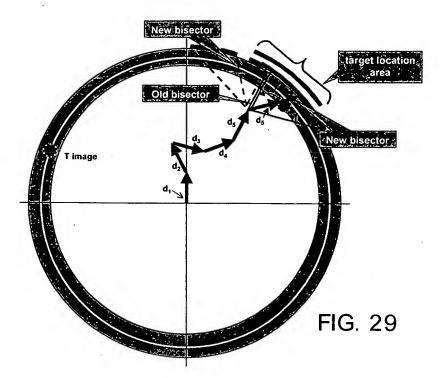


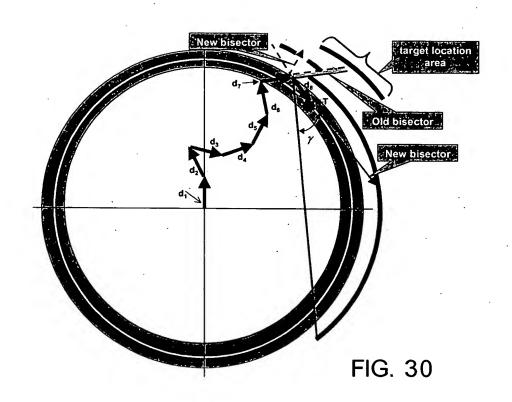
FIG. 26

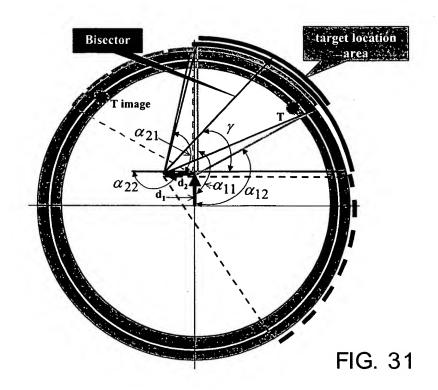


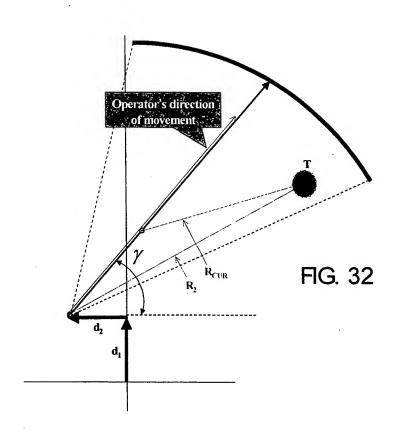


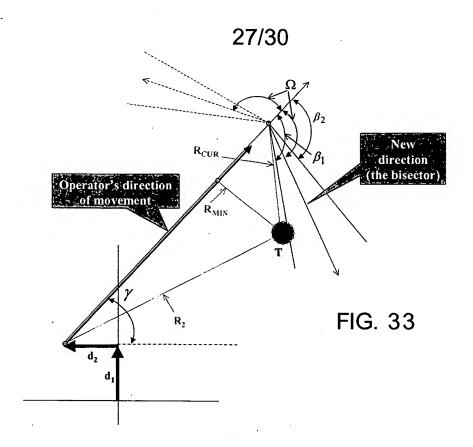
25/30

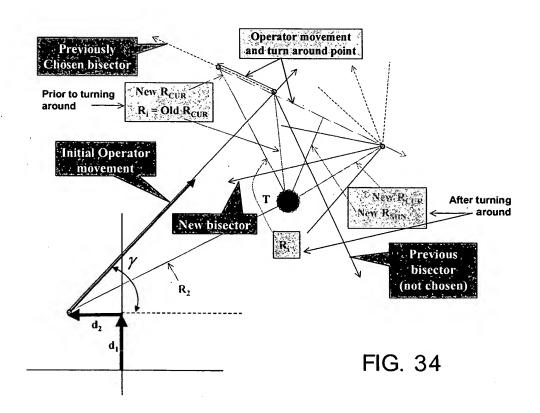


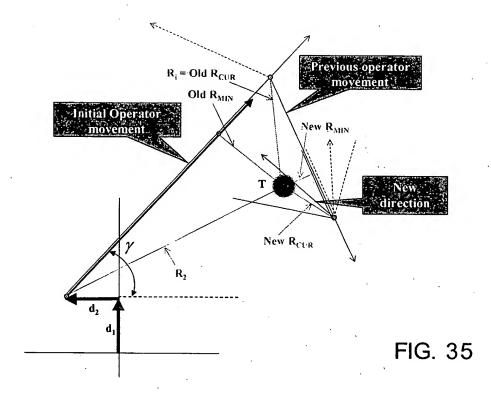


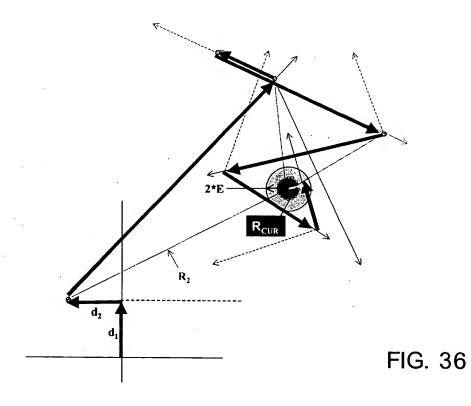


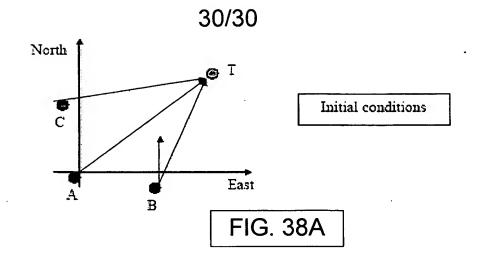


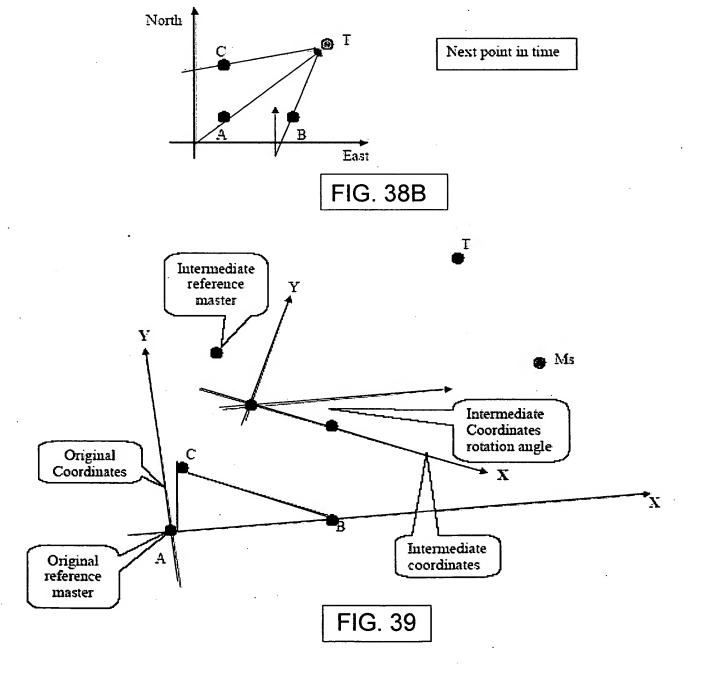












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